

Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A gaming terminal for conducting a wagering game, comprising:
 - a housing having wager-input means;
 - a button panel located directly below said wager-input means on said housing and including a plurality of buttons for receiving wager inputs and a known set of game-play inputs from a player;
 - a main display located within said housing, said main display having a plurality of mechanical reels for displaying a randomly selected outcome from a plurality of outcomes of said wagering game in response to receiving a wager at said wager-input means; and
 - a secondary display located within said housing between said button panel and said main display, said secondary display being to the side of said wager-input means, said secondary display being outfitted with a touch screen for providing variable game-play inputs depending on a current state of said wagering game, said variable game-play inputs including a denomination selection menu prior to conducting said wagering game, said secondary display acting in unison with said mechanical reels for displaying information related to said randomly selected game outcome ~~said secondary display displaying information about said wager inputs received from said wager input means and, during said wagering game, displaying game-play information related to said plurality of outcomes.~~
2. (Original) The gaming terminal of claim 1, wherein said secondary display is directly contiguous with said button panel and directly to the side of said wager-input means.
3. (Original) The gaming terminal of claim 1, wherein said main display and said secondary display act in unison to illustrate continuous movement of images from said main display to said secondary display and from said secondary display to said main display.
- 4-6. (Cancelled)

7. (Original) The gaming terminal of claim 1, further comprising a third display for displaying information about a bonus game or a progressive game, said third display being mounted above said main display.

8. (Original) The gaming terminal of claim 7, wherein said third display is adapted to show a pay table indicating the payout amounts for winning outcomes of said plurality of outcomes.

9. (Original) The gaming terminal of claim 7, wherein said third display is adapted to show advertising information.

10. (Original) The gaming terminal of claim 7, wherein said third display and at least one of said main display and said secondary display act in unison to illustrate continuous movement of images from said third display to said at least one of said main display and said secondary display and from said at least one of said main display and said secondary display to said third display.

11. (Original) The gaming terminal of claim 7, wherein said third display includes a touch screen overlying at least a portion of said third display.

12. (Original) The gaming terminal of claim 1, wherein said main display and said secondary display are each selected from a group consisting of a cathode ray tube, a high resolution LCD, a plasma display, and a LED.

13. (Original) The gaming terminal of claim 1, wherein said housing includes a gaming input region including at least one of said wager-input means and a player-identification input device, said gaming input region receiving said wager inputs and information about the player.

14. (Original) The gaming terminal of claim 13, wherein said player-identification input device is a card reader.

15. (Original) The gaming terminal of claim 11, wherein said wager-input means includes at least one of a card-reading device and a cash wager-input means, said cash wager-input means including at least one of a coin slot input device and a note input device.

16. (Original) The gaming terminal of claim 14, wherein said gaming input region is located on said housing below said main display, above said button panel, and next to said secondary display.

17. (Original) The gaming terminal of claim 1, wherein a middle portion of said button panel is disposed at a height ranging from about 30 inches to about 35 inches above the floor on which said housing sits.

18. (Original) The gaming terminal of claim 17, wherein the distance from the top of said button panel to the bottom of said secondary display is about zero inches to about eight inches.

19. (Original) The gaming terminal of claim 1, wherein said wagering game is selected from a group consisting of slots, poker, keno, bingo, blackjack, and roulette.

20. (Original) The gaming terminal of claim 1, wherein said gaming terminal includes a CPU for determining said randomly selected outcome from said plurality of outcomes.

21. (Original) The gaming terminal of claim 1, wherein said wager-input means includes at least one network-based account.

22. (Original) The gaming terminal of claim 1, wherein said buttons are mechanical.

23. (Original) The gaming terminal of claim 1, wherein said buttons are proximity sensors.

24. (Currently Amended) A method of conducting a wagering game on a gaming terminal having a main display including a plurality of mechanical reels, a secondary display, and a button panel with a plurality of mechanical buttons for receiving a known set of game-play

inputs from a player, said secondary display being located between said button panel and said main display, said method comprising:

displaying, at said secondary display, information related to wager inputs received from a player at said gaming terminal;

in response to said wager inputs, conducting a wagering game, said conducting including selecting a randomly selected outcome from a plurality of outcomes; and

outfitting said secondary display with a touch screen for providing variable game-play inputs depending on a current state of said wagering game, said variable game-play inputs including a denomination selection menu prior to conducting said wagering game, said secondary display acting in unison with said mechanical reels for displaying information related to said randomly selected game outcome
~~displaying, at said main display and said secondary display, game play information related to said wagering game.~~

25. (Original) The method of claim 24, wherein said secondary display is located directly adjacent to said button panel.

26. (Original) The method of claim 24, wherein said secondary display is directly contiguous with said button panel.

27. (Original) The method of claim 24, wherein said game-play information related to said wagering game displayed at said secondary display is a pay table.

28. (Original) The method of claim 27, further comprising adjusting payout values in the pay table according to at least one of the wagered coins, bonus spins, and bonus pay events.

29. (Original) The method of claim 24, wherein said game-play information related to said wagering game is displayed in unison to illustrate continuous movement of images from said main display to said secondary display and from said secondary display to said main display.

30. (Original) The method of claim 24, further comprising showing at least a part of said game-play information on a third display.

31. (Original) The method of claim 30, further comprising showing a pay table on said third display above said main display.

32. (Original) The method of claim 31, further comprising advancing the pays of the pay table according to at least one of the wagered coins, bonus spins, and bonus pay events.

33. (Original) The method of claim 30, further comprising showing advertising information on said third display.

34. (Original) The method of claim 30, wherein said game-play information is displayed in unison to illustrate continuous movement of images from said third display to at least one of said main display and said secondary display and from said at least one of said main display and said secondary display to said third display.

35. (Original) The method of claim 24, further comprising receiving said wager inputs and player-identification inputs at a gaming input region located between said main display and said button panel and to the side of said secondary display.

36. (Cancelled)

37. (Currently Amended) A gaming terminal for playing a game of chance, comprising:

- a housing having a wager-input means;

- a main display located within said housing, said main display including a plurality of mechanical reels for displaying a randomly selected outcome from a plurality of outcomes of said wagering game in response to receiving a wager from said wager-input means;

- a secondary display mounted to said housing below said main display, said secondary display ~~and said main display~~ acting in unison with said mechanical reels of said main display to illustrate continuous movement of images related to said randomly selected outcome from said secondary display to said main display and from said main display to said secondary display;

a touch screen over said secondary display for receiving inputs from the player, said inputs including variable game-play inputs depending on a current state of said wagering game, said variable game-play inputs including a denomination selection menu prior to conducting said wagering game; and

a button panel mounted below and contiguous with said secondary display, said button panel including a plurality of mechanical buttons for receiving a known set of game-play inputs from a player.

38. (Cancelled)

39. (Original) The gaming terminal of claim 37, wherein said inputs received at said touch screen over said secondary display are wagering inputs.

40. (Original) The gaming terminal of claim 37, wherein said inputs received at said touch screen over said secondary display are player-identification inputs.

41. (Currently Amended) A gaming terminal for conducting a wagering game, comprising:

- a housing having at least one of a wager-input means and a player-identification device for receiving player-identification information;
- a button panel on said housing including a plurality of mechanical buttons for receiving a known set of game-play inputs from a player;
- a plurality of mechanical reels for displaying a randomly selected outcome from a plurality of outcomes of said wagering game in response to receiving a wager from said wager-input means; and
- a secondary display located within said housing between said button panel and said plurality of mechanical reels, said secondary display being contiguous with said button panel, said secondary display being outfitted with a touch screen for providing variable game-play inputs depending on a current state of said wagering game, said variable game-play inputs including a denomination selection menu prior to conducting said wagering game, said secondary display acting in unison with said mechanical reels for displaying information related to said randomly selected game outcome ~~said secondary display displaying information about at~~

~~least one of said wager inputs and said player identification information and, during said wagering game, displaying game play information related to said plurality of outcomes.~~

42. (Original) The gaming terminal of claim 41, wherein said secondary display is adapted to show a pay table indicating the payout amounts for winning outcomes of said plurality of outcomes.

43. (Currently Amended) A gaming terminal for conducting a wagering game, comprising:
a housing having at least one wager-input means and a player-identification device;
a button panel on said housing including a plurality of mechanical buttons for receiving a known set of game-play inputs from a player;
a main display located within said housing, said main display including a plurality of mechanical reels for displaying a randomly selected outcome from a plurality of outcomes of said wagering game in response to receiving a wager from said wager-input means;
a secondary display located within said housing between said button panel and said main display, said secondary display acting in unison with said mechanical reels for displaying information related to said randomly selected game outcome ~~said secondary display displaying information about said wager inputs and said player-identification information~~; and
a touch screen over said secondary display for receiving inputs from said player, said inputs including variable game-play inputs depending on a current state of said wagering game, said variable game-play inputs including a denomination selection menu prior to conducting said wagering game.

44. (Original) The gaming terminal of claim 43, wherein said secondary display is directly contiguous with said button panel and directly adjacent to said wager-input means and said player-identification device.

45. (Original) The gaming terminal of claim 43, wherein said main display and said secondary display act in unison to illustrate continuous movement of images from said main display to said secondary display and from said secondary display to said main display.

46. (Original) The gaming terminal of claim 43, wherein said secondary display is adapted to show a pay table indicating the payout amounts for winning outcomes of said plurality of outcomes.

47. (Cancelled)

48. (Original) The gaming terminal of claim 43, wherein said inputs received at said touch screen over said secondary display are wagering inputs.

49. (Original) The gaming terminal of claim 43, wherein said inputs received at said touch screen over said secondary display are player-identification inputs.

50-51. (Cancelled)

52. (Currently Amended) A method of conducting a wagering game on a gaming terminal having a main display including a plurality of mechanical reels, a secondary display, and a button panel with a plurality of mechanical buttons for receiving a known set of game-play inputs from a player, said secondary display being located between said button panel and said main display and adjacent to said button panel, said method comprising:

displaying, at said secondary display, player-identification information received from a player at said gaming terminal;

conducting a wagering game in response to wager inputs, said conducting including selecting a randomly selected outcome from a plurality of outcomes; and

outfitting said secondary display with a touch screen for providing variable game-play inputs depending on a current state of said wagering game, said variable game-play inputs including a denomination selection menu prior to conducting said wagering game, said secondary display acting in unison with said mechanical reels for displaying information related to said randomly selected game outcome

~~displaying, at said main display and said secondary display, game-play information related to said wagering game.~~

53. (Original) The method of claim 52, wherein said game-play information related to said wagering game displayed at said secondary display is a pay table.

54. (Original) The method of claim 52, wherein said game-play information related to said plurality of outcomes is displayed in unison to illustrate continuous movement of images from said main display to said secondary display and from said secondary display to said main display.

55. (Original) The method of claim 52, further comprising showing at least a part of said game-play information related to said plurality of outcomes on a third display above said main display.

56. (Cancelled)

57. (Currently Amended) The method of claim 56, wherein said secondary display displays game-play selections that are selected in a bonus game.

58-71. (Cancelled)